

Based on J.R.R. Tolkien's MIDDLE-EARTH™ as detailed in THE HOBBIT™ and THE LORD OF THE RINGS™.

# sea-lords of gondor™

Playable with



&

Rolemaster™

Pelargir and  
Lebennin



Challenge pirates and Haradrim as you sail across the Bay of Belfalas. Journey to Lebennin, the "Place of Five Waters," the province in the heart of Gondor. Weigh anchor in Pelargir, jewel of the mighty Anduin river. Now home to the Royal Fleet, it is the finest port in the Kingdom, and the principal focus of the struggle against the Haradan privateers and the Corsairs of Umbar.

MEET THE SEA-LORDS AND EXPLORE:

- PELARGIR, port city of the Faithful
- TOLFALAS, the beautiful isle of fire
- LEBENNIN, the Province of the Five Rivers
- THE MOUTHS OF THE ANDUIN, the eerie delta on the Bay of Belfalas.





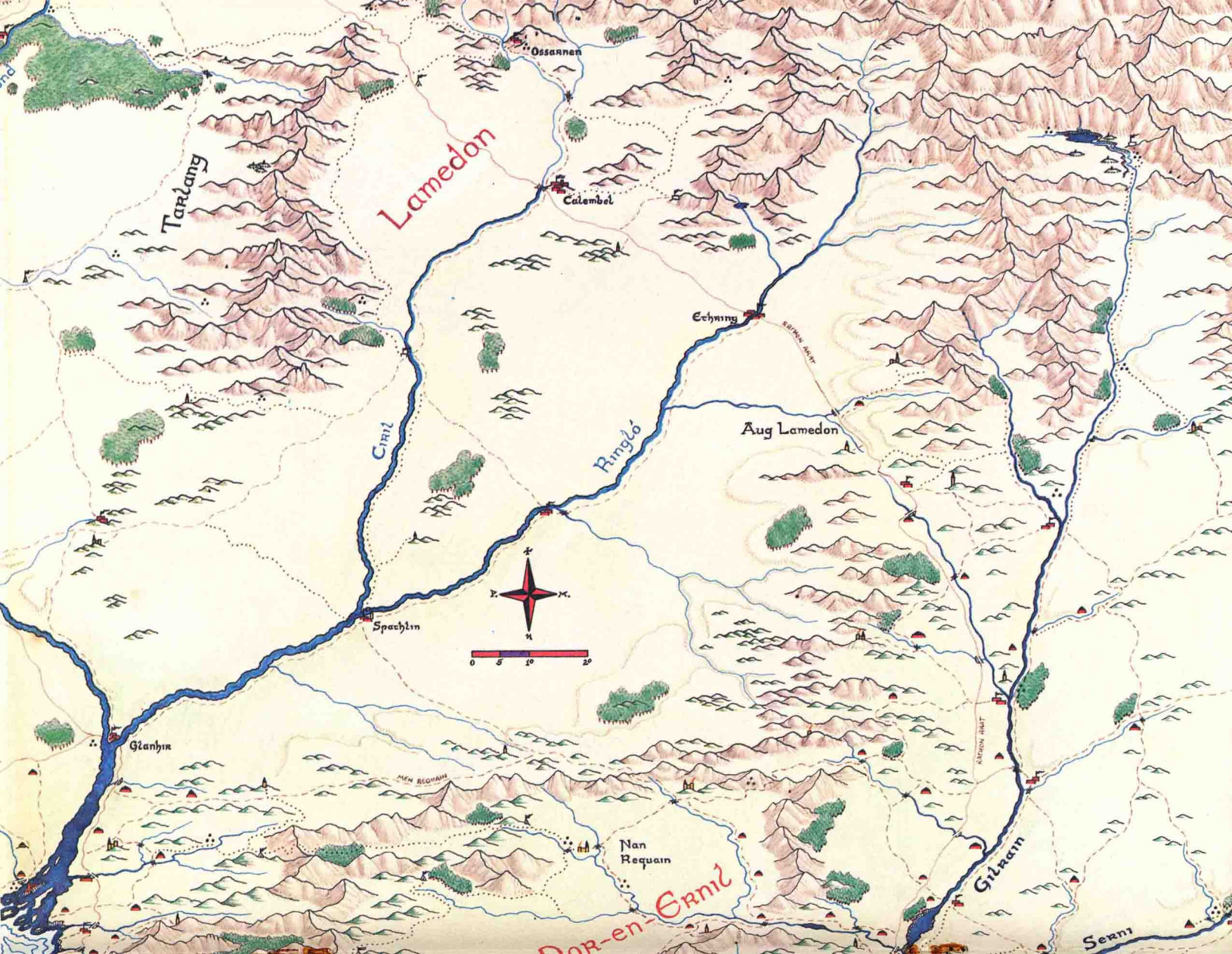




















Cûm Tanan

Cinich Dunrandia

Amranoun

Gelidun

Harad Gondor

Limbria

Fanuilond

Lebinnavec

Toldil

Belgalas

Endil

Metrast  
(Mechrast)

Tolgalas

Echir

Anduin

Mechir

Eichel Turin





Taranon's Wall

Castle of the Guard

Fiddler

ANCIENT MARKET

OLD PORT

TOWN

13

10

12

14

9





Castle of the Guard

Fiddler's Green

ANCIENT MARKET

MIDDLE

MOAT

TOWN

LORD'S TOWN

THE GARTH

Boulevard of

Sea-lords Tower

SEA-LORDS' ISLE

OLD PORT

13

12

10

14

9

17

4

16

4

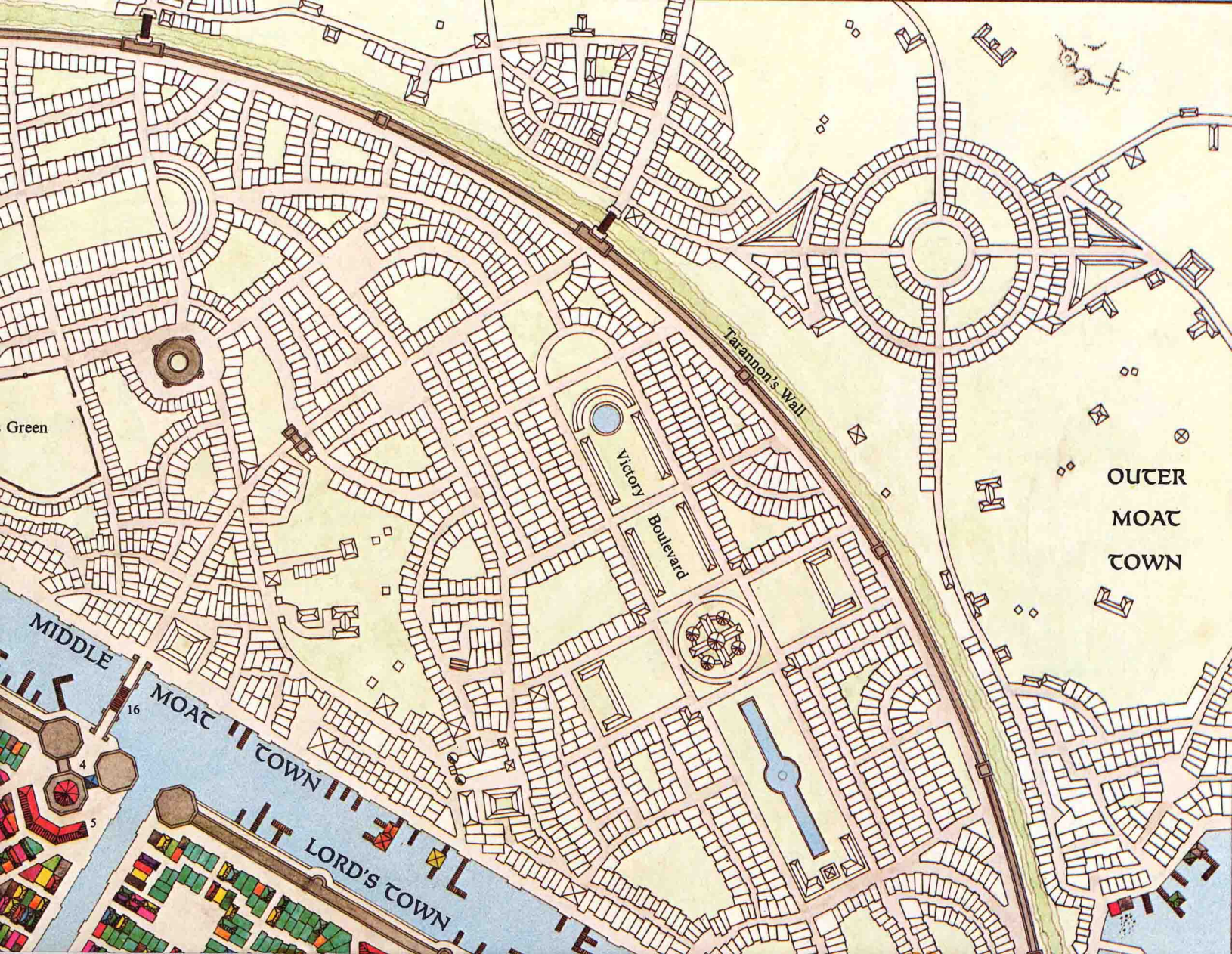
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7

11

2





Green

Taranon's Wall

Victory

Boulevard

OUTER  
MOAT  
TOWN

MIDDLE  
MOAT

TOWN

LORD'S TOWN





Taranon's Wall

OLD PORT

ANCIENT MARKET

SIRICH TOWN

SIRICH

MIDDLE

Widow's Green

SIRICH

SEA-LORDS' TOWER

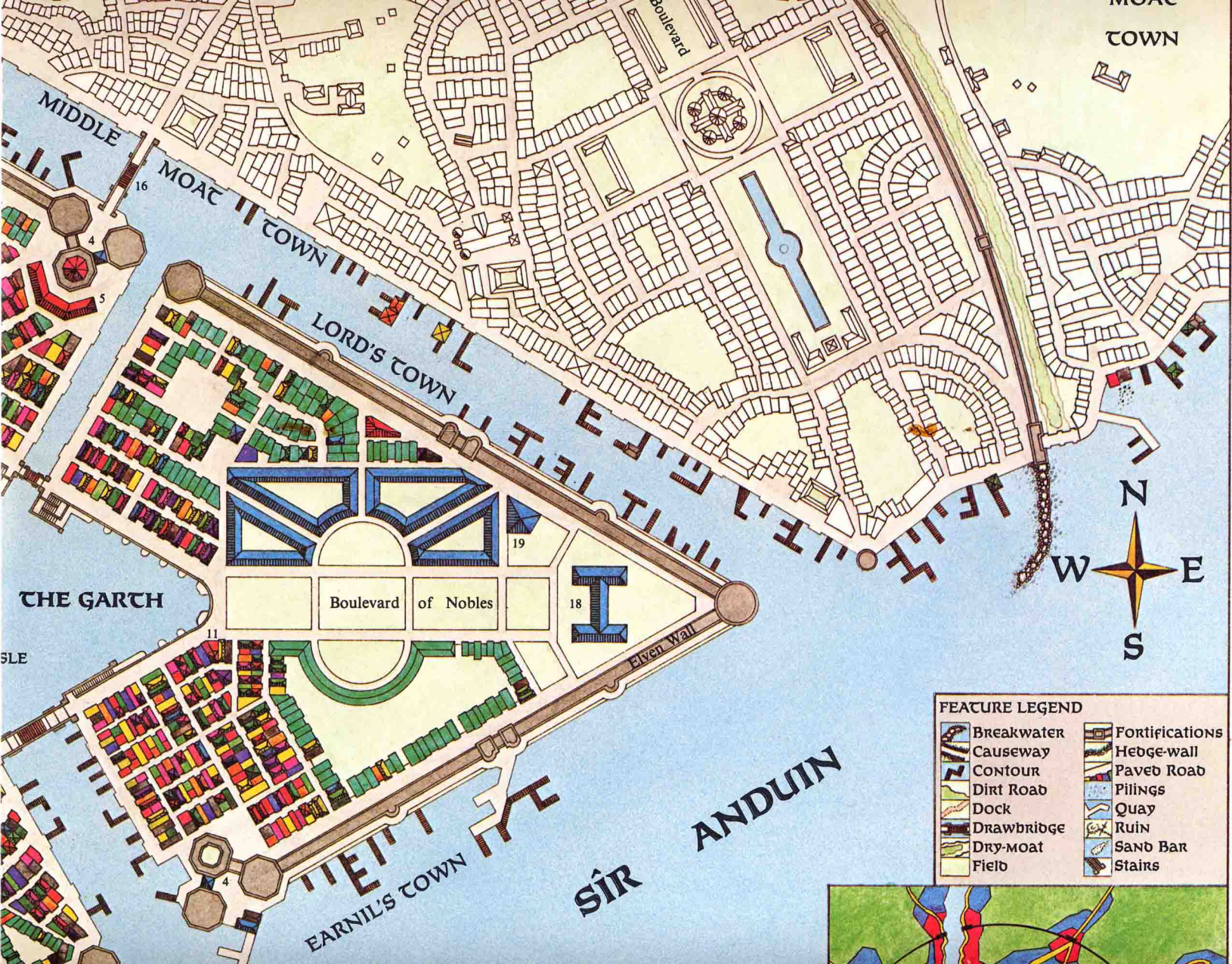
SEA-LORDS' TOWER

Avenue of the Peril









MOAT  
TOWN

MIDDLE  
TOWN

MOAT  
TOWN

LORD'S TOWN

THE GARTH

Boulevard of Nobles

EARNIL'S TOWN

SIR ANDUIN



FEATURE LEGEND

	Breakwater		Fortifications
	Causeway		Hebge-wall
	Contour		Paved Road
	Dirt Road		Pilings
	Dock		Quay
	Drawbridge		Ruin
	Dry-moat		Sand Bar
	Field		Stairs







OUTER  
SIRITH  
TOWN

Widow's  
Green

House  
of  
Royals

SIRITH  
MIDDLE

PELARGIR

Population 49,300

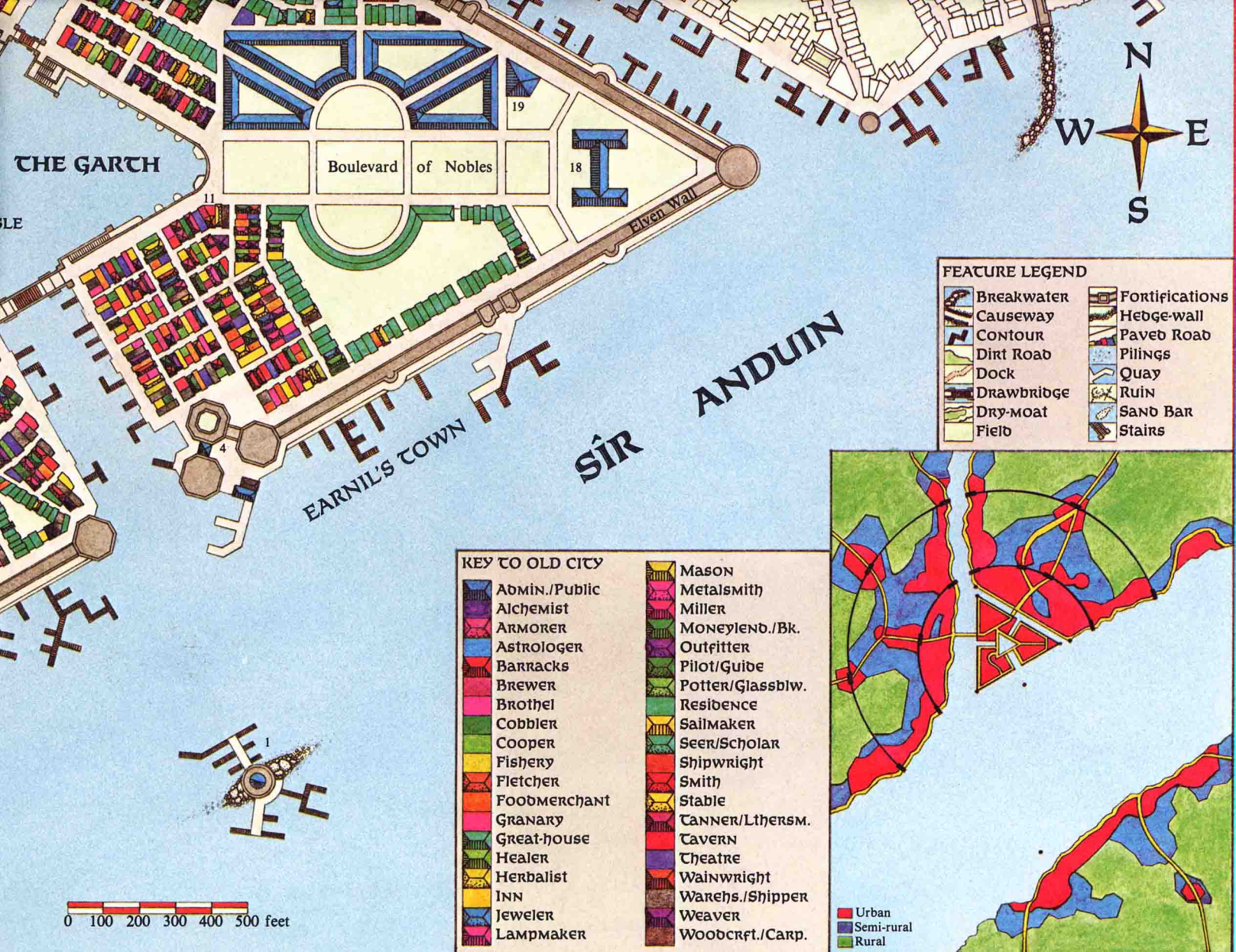
GLADE QUARTER

Avenue of the  
Perilous

FAITHFUL  
QUARTER

Sea-lords' Tower  
SEA-LORDS'



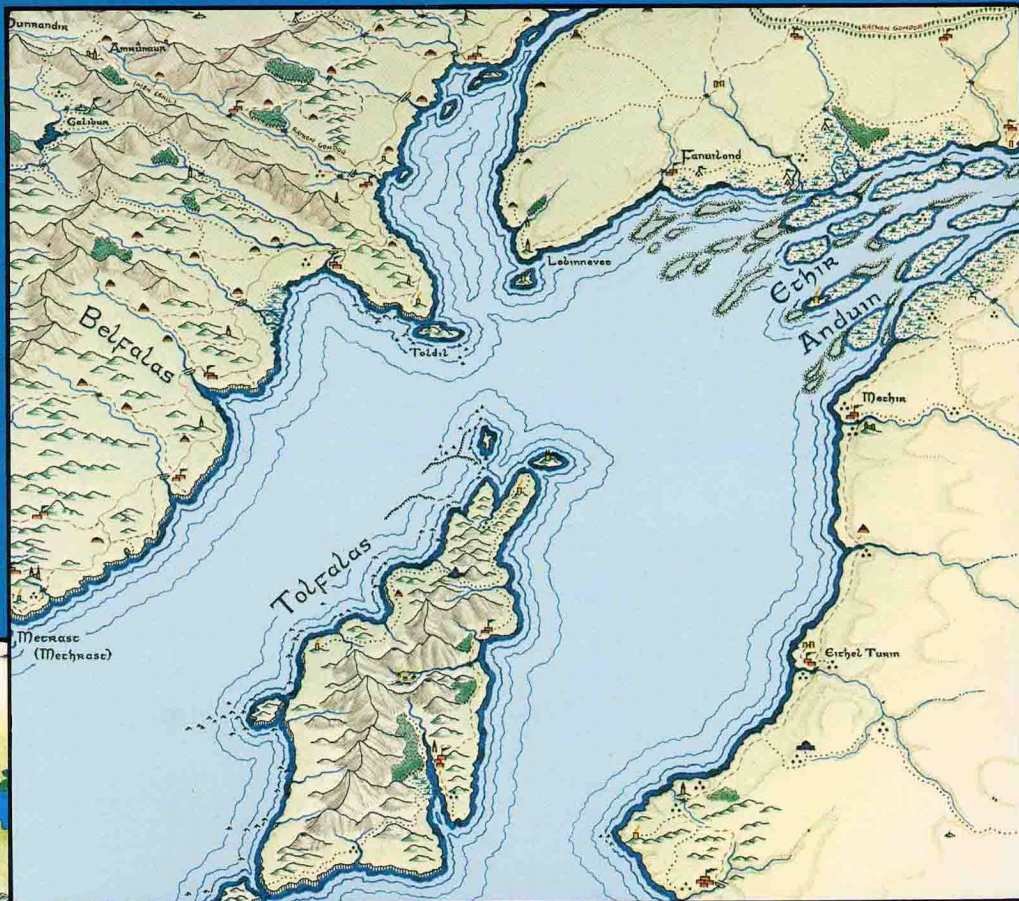
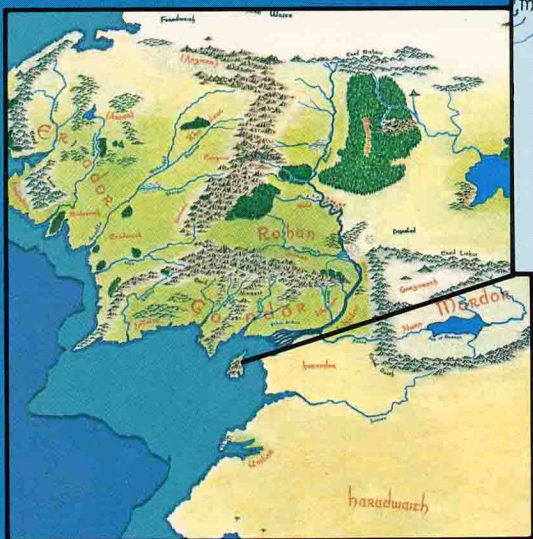




# sea-lords of gondor

A Campaign Module suitable for use with MIDDLE-EARTH ROLE PLAYING™ (MERP), ROLEMASTER™ FANTASY HERO™, and most other major Fantasy Role Playing Games.

In Pelargir, the Faithful of Numenor built their new homes, and in this magnificent harbor Castimir the Usurper became Lord of the Corsairs during the bloody Kin-strife. Here, Aragorn seized the Black Fleet which turned the tide at the Battle of Pelennor Fields.

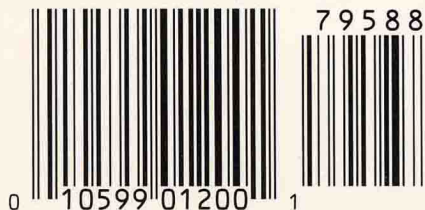


## SEA-LORDS OF GONDOR includes:

- 8 FULL-COLOR PAGES: a beautiful 4 page city map of Pelargir, and 4 pages of regional maps.
- MAJOR LAYOUTS: the towns and citadels of Lebennin, the watch-towers of Tolfalas, and the hidden haunts of the Mountain Folk.
- CORSAIRS AND SEA-LORDS: the two adversaries seeking control of the vital sea-lanes of the Bay of Belfalas.
- SHIP PLANS: deck views, specifications, and guidelines for sea adventures.

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